

An agent never exists in a vacuum. This family looks at what it shifts around it: roles, the skills people stop practising, the usage nobody declared, and the power that changes hands without the org chart moving.

THE QUESTION THIS FAMILY ASKS

Who actually decides, now?

THE 10 CARDS

ACF-O1 Human–AI–Agent Matrix

ACF-O6 Shadow Agents Undeclared Agents

ACF-O2 Hybrid Organisation Map

ACF-O7 The Shift of Power

ACF-O3 Critical Skills to Keep

ACF-O8 The Exceptions Register

ACF-O4 AI Policy

ACF-O9 Governing the Fleet

ACF-O5 Shadow AI Undeclared Usage

ACF-O10 Affected People and Their Appeal

WHAT HAPPENS WHEN THIS FAMILY IS MISSING

- Agents run inside the organisation that governance never recorded (**ACF-O6**).
- A skill leaves the house because nobody practises it any more, and you notice only when you go looking for it (**ACF-O3**).
- A decision changes hands without the org chart moving: the named owner no longer decides anything (**ACF-O7**).

WHERE TO OPEN IT

ACF-O1 Who decides what, between the human, the rule and the agent.

ACF-O5 The AI usage nobody declared.

ACF-O9 The fleet, from the second agent onward.

Power does not disappear when a decision is automated, it changes hands. These ten cards exist to find out into whose.